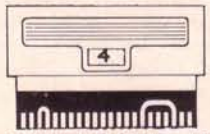
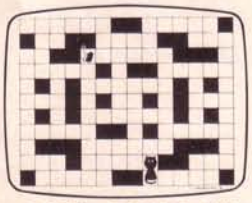
CAT and MOUSE ...can the clever mouse elude the cantankerous cat? A hilarious electronic addition game of hide and seek.

GAME AIDS

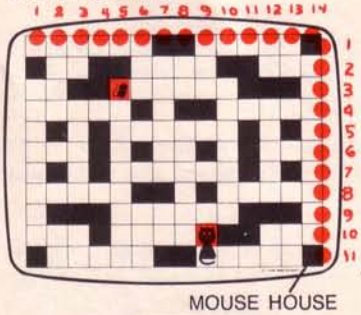


GAME CARD #4



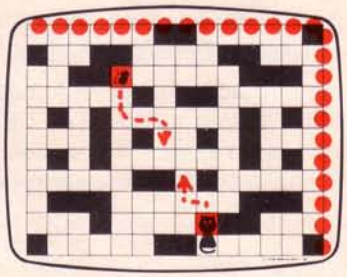
GAME OVERLAY

STICK-ON NUMBERS
(from Odyssey Game Accessory Sheet)

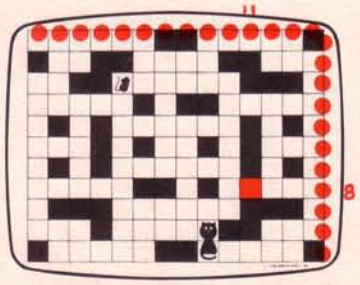


A

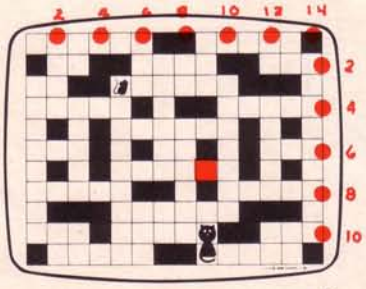
MOUSE HOUSE



B



C



D

SET UP

1. Insert GAME CARD #4 into the Master Control Unit.
2. Place the CAT and MOUSE Overlay on the screen.
3. **(Illust. A).** Place the numbers (from Accessory Sheet) on the Overlay.
4. Player Number 1, the left player, is the CAT. Player Number 2, the right player, is the MOUSE.
5. Using the HORIZONTAL and VERTICAL Controls, position the MOUSE's light on the MOUSE figure and the CAT's light on the CAT figure. **(Illust. A).** The blue square in the lower right hand corner is the "Mouse House." The other blue squares represent walls and furniture.

PLAY

Play begins when one player counts aloud to three.

(Illust. B). The MOUSE must get to his house without being caught by the CAT. The CAT, on the other hand, tries to catch the MOUSE as quickly as he can. Neither the CAT nor the MOUSE may enter the blue squares. If either player crosses a blue square, he must return immediately to his starting position (CAT or MOUSE figure) before continuing the chase.

The MOUSE light will be extinguished if caught by the CAT. Play is then stopped.

SCORING

(Illust. C). At the point of interception where the CAT extinguishes the MOUSE, the points accumulated by the MOUSE for the run are marked down on a sheet of paper. Every square has a point value, which is arrived at by adding the numbers in the vertical and horizontal columns as shown: The CAT player in the illustration has extinguished the MOUSE in a square with a point value of 19. (Top row 11, Side column 8). The MOUSE then receives 19 points for that run.

The MOUSE gets 3 runs to a "Set." Then the players exchange controls, and the opponent becomes the MOUSE. The player with the *most total points* in his 3 runs as the MOUSE is the winner.

GAME VARIATION

(Illust. D). Remove all the odd numbers from the Game Overlay. Play is as before, except if the MOUSE is caught in an unnumbered square, his score is zero for that run.